

ABSTRACT

Introduction: Muscle Anatomy application is a web-based application which contents are summary of muscle names, origins, insertions, innervations and muscle functions. This application is still in the development stage which was tested on first-year medical students.

Aims: This study aimed to examine the characteristics of medical students using web-based Muscle Anatomy applications and to know the various types of perceptions felt by medical students in developing web-based applications in the field of muscle anatomy.

Methods: eleven first year medical students used web-based muscle anatomy applications then were examined with grounded theory design of qualitative research which used three stages of analysis: open coding, axial coding, and selective coding. This paper used manual methods to code data.

Result: The desire of college students of the Faculty of Medicine Airlangga University was to able to use Muscle Anatomy application as one of their learning media at the Faculty of Medicine, Airlangga University. This desire is strongly support by the advantages felt by students, as well as suggestions and expectations for the development of web based application Muscle Anatomy at Faculty of medicine, Airlangga University.

Conclusion: Characteristics of students in used a web-based application of muscle anatomy are varies. In general, they used muscle anatomy applications outside the lecture and used a smartphone to access the application. Student's perceptions of the development of web-based applications are also various. In general, they like and hope that web-based applications are also developed in other lessons.

Keyword: Web based application, web based learning, grounded theory, qualitative research, medical education, electronic learning.